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FIG. 3

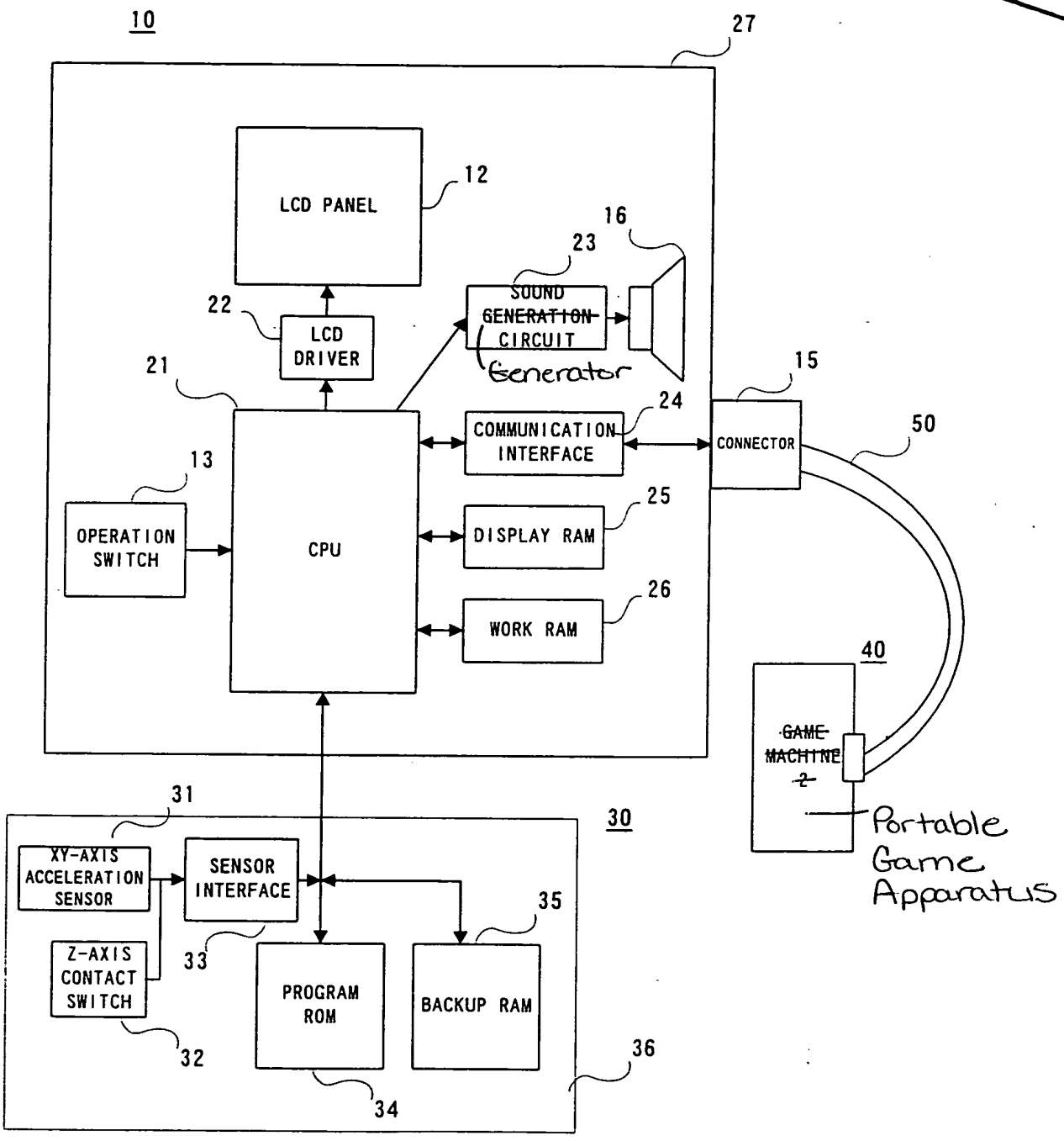

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FIG. 4

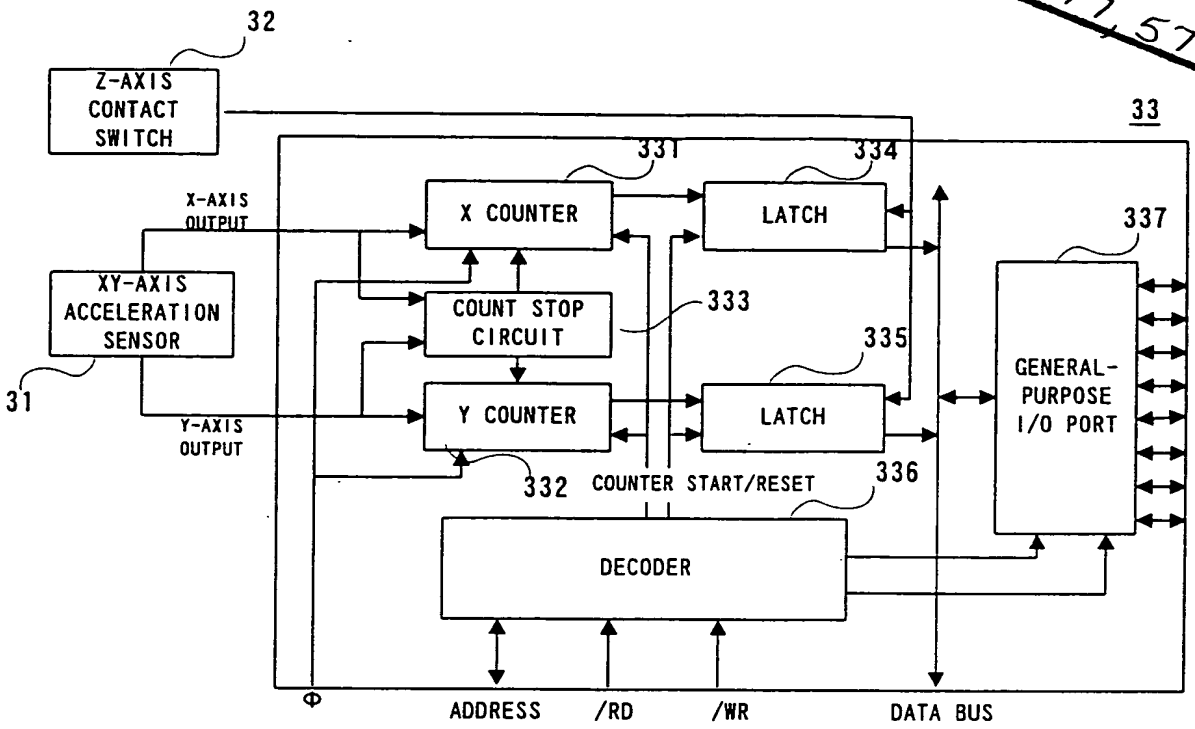

FIG. 5

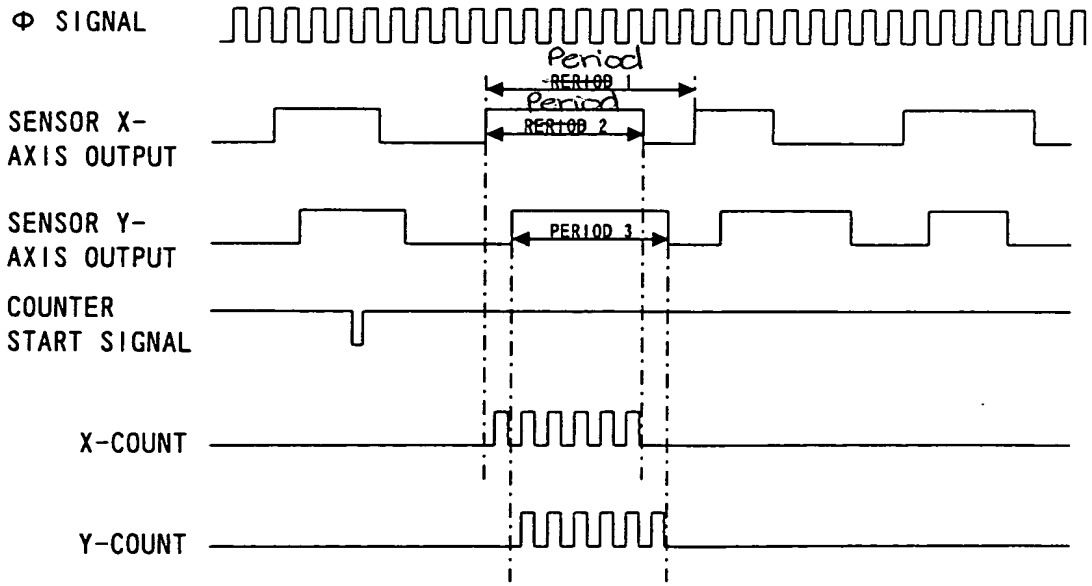

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FIG. 16

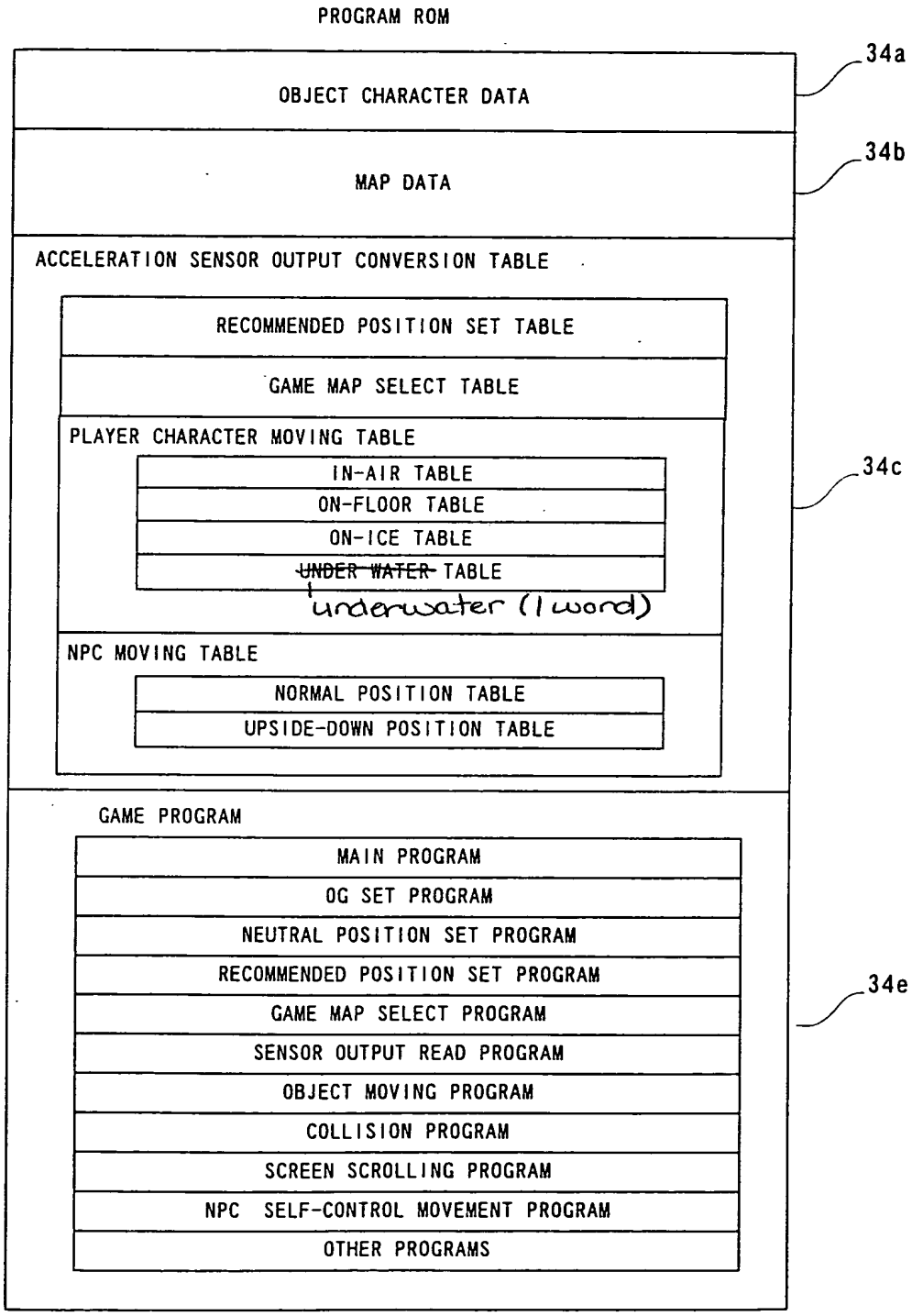

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FIG. 20

GAME MAP SELECT PROCESSING TABLE

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAR~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF CAMERA X COORDINATE (Cx)	× 2	—	—	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF CAMERA Y COORDINATE (Cy)	× 2	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	MAP DECISION	—	—	—	—	—
~~INPACT~~ impact INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAT~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	—	—	—	—	—	—
SENSOR OUTPUT VALUE Y(INy)	—	—	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	—	—	—	—
~~INPACT~~ impact INPUT FLAG (FS)	—	—	—	—	—	—

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FIG. 22

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAR~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 2	Inx>20	40	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF Y MOVING ACCELERATION (dAy)	× 2	Iny>20	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	—	—	—	—
~~INPACT~~ INPUT FLAG (FS) Impact	CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy)	× 3	—	—	—	—

FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAT~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 3	Inx>20	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF Y MOVING ACCELERATION (dAy)	× 3	Iny>20	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	—	—	—	—
~~INPACT~~ INPUT FLAG (FS) Impact	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 5	—	—	—	—

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FIG. 24

PLAYER CHARACTER MOVING TABLE (~~UNDER WATER~~ Underwater)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAR~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 1 / 2	Inx>20	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF Y MOVING ACCELERATION (dAy)	× 1 / 2	Iny>20	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	—	—	—	—
~~INPACT~~ Impact INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAT~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 1 / 2	Inx<10	0	Inx>20	10
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF Y MOVING ACCELERATION (dAy)	× 1 / 2	Iny<10	0	Iny>20	10
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
~~INPACT~~ Impact INPUT FLAG (FS)	—	—	—	—	—	—

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FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	~~PATICULAR~~ Particular CORRECTION CONDITION 1	~~PATICULAT~~ Particular CORRECTION NUMBER 1	~~PATICULAR~~ Particular CORRECTION CONDITION 2	~~PATICULAR~~ Particular CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 2	Inx>20	40	—	
SENSOR OUTPUT VALUE Y(INy)	CHANGE ~~AOUNT~~ Amount OF Y MOVING ACCELERATION (dAy)	× 1	Iny>20	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
~~INPACT~~ Impact INPUT FLAG (FS)	—	—	—	—	—	—

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FIG. 27

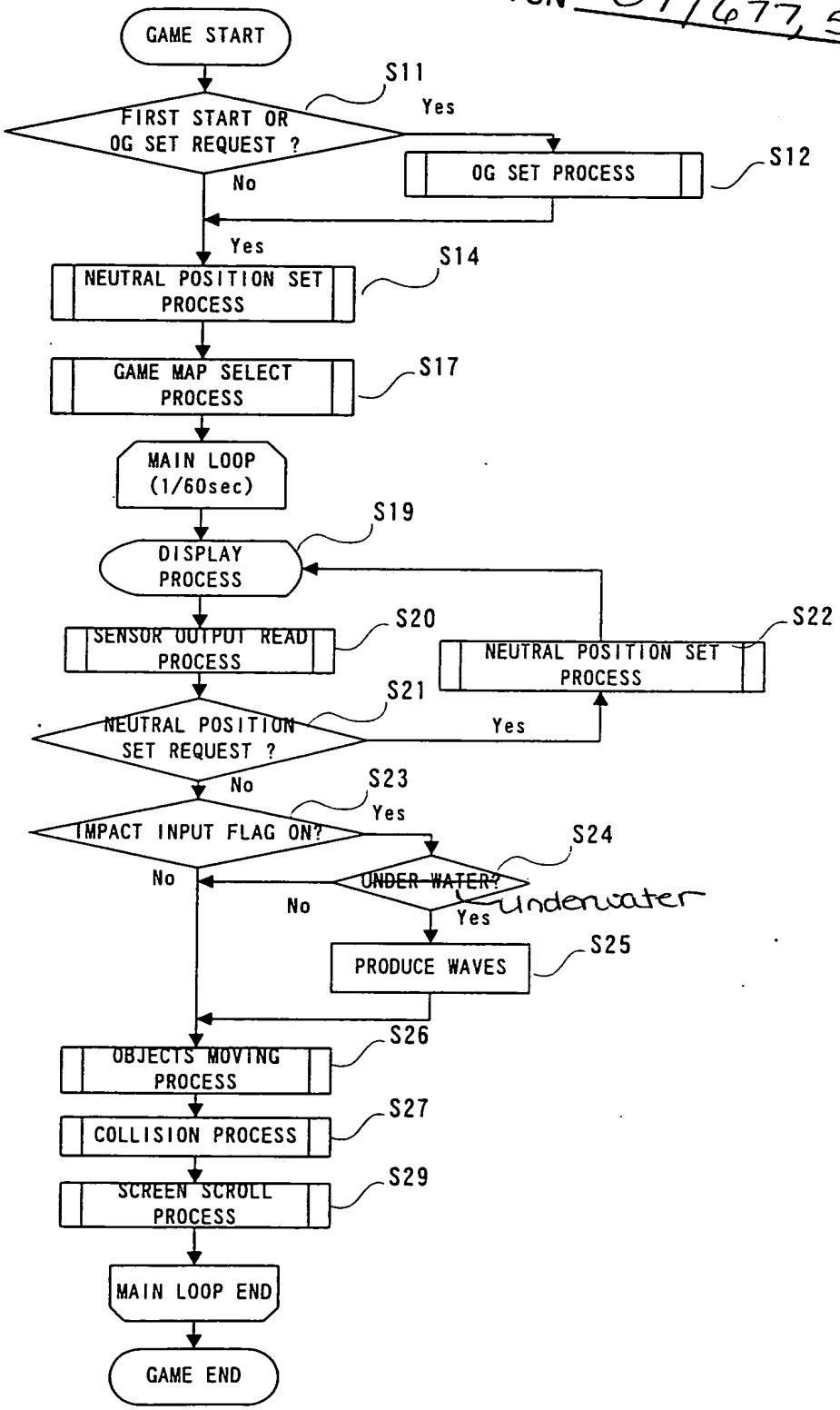

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FIG. 29

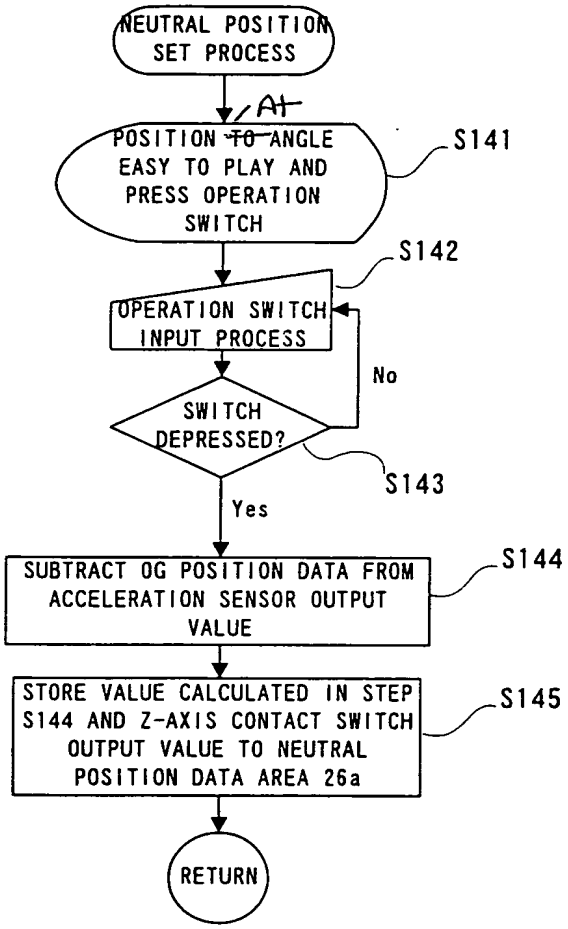

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FIG. 31

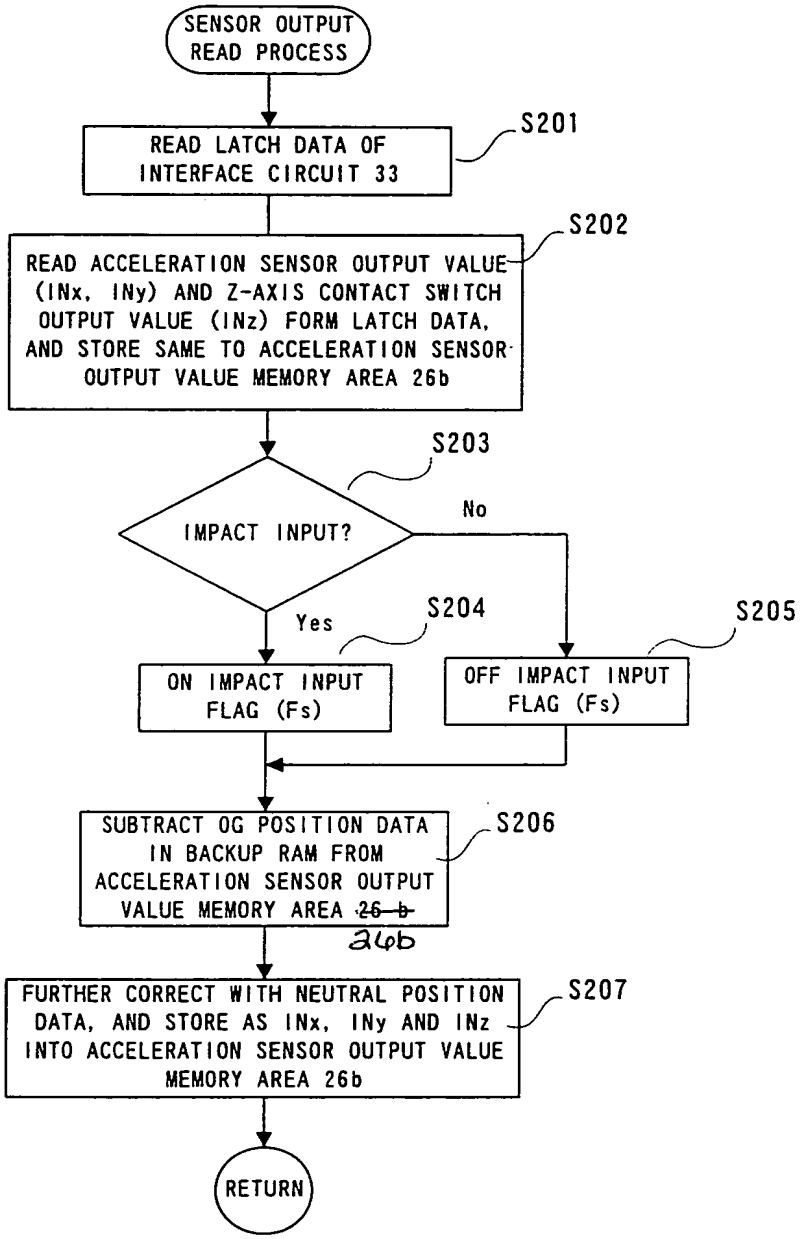

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FIG. 62

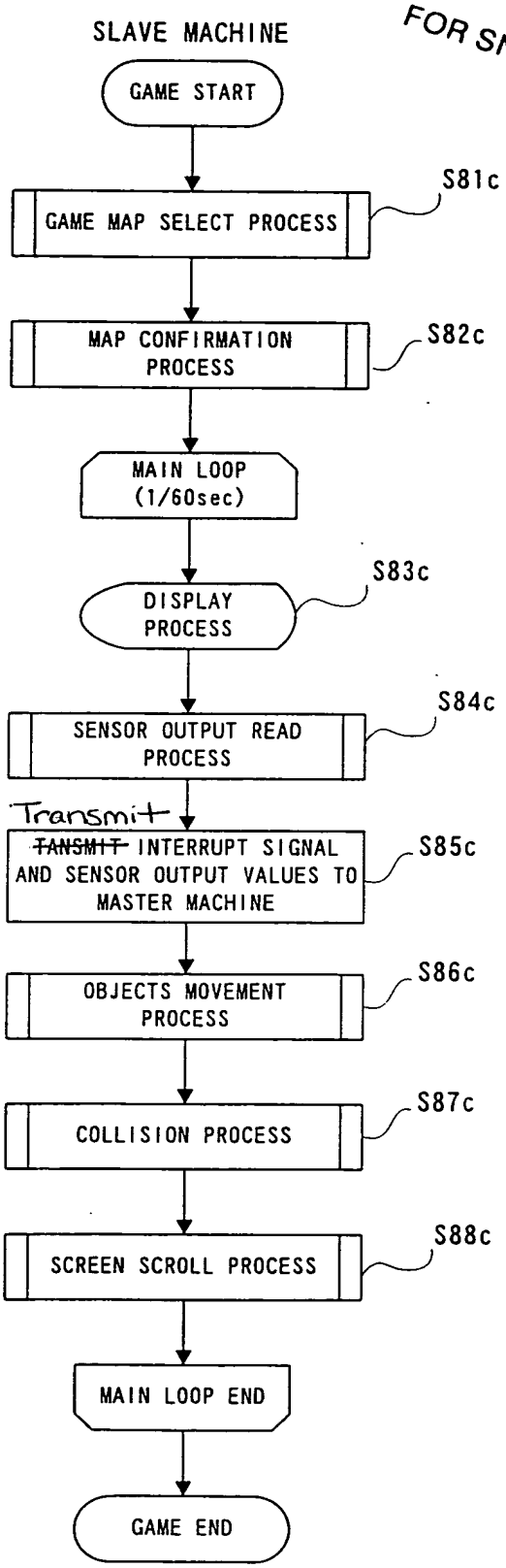

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FIG. 63

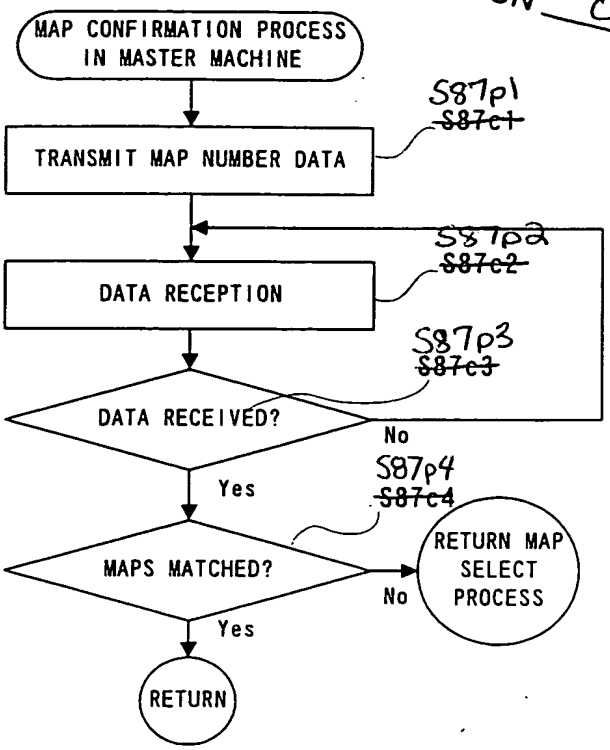
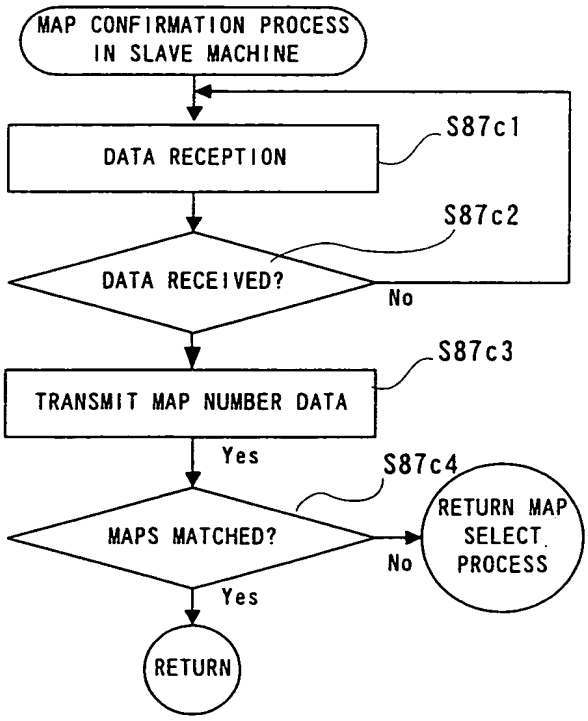
FIG. 64